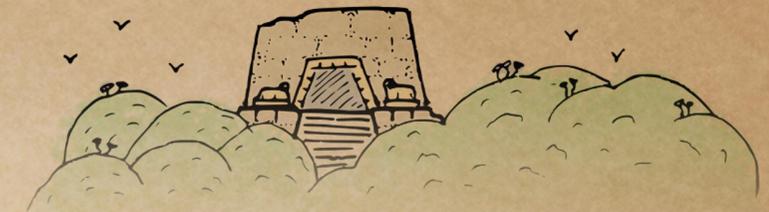
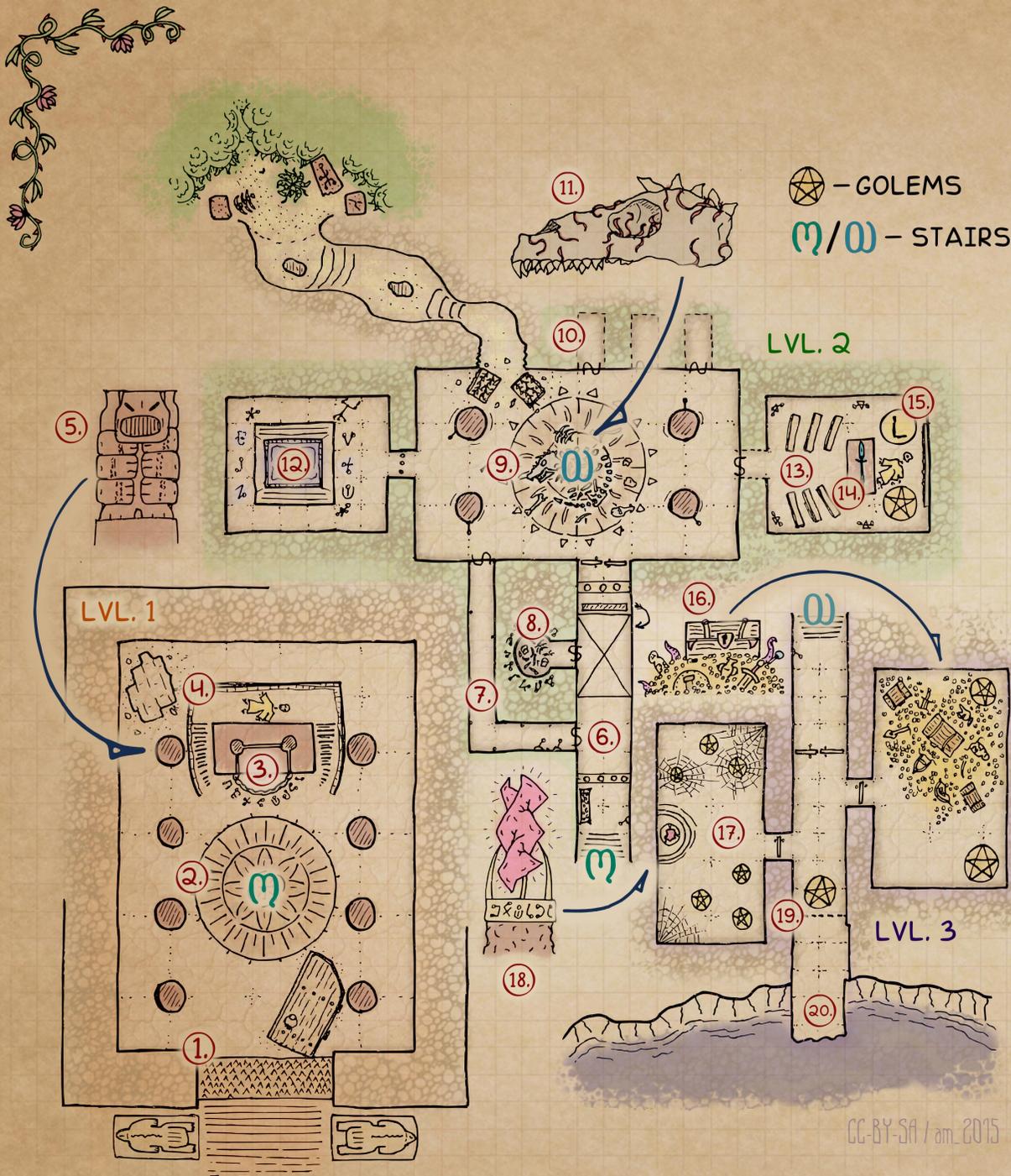


The Shard of Lemuria by PNPDRPG.ru



Long time ago, six-handed lemurian giants created this temple. After that, lemurians had gone away and temple was abandoned. Few aeons later, evil and gruesome cult takes this temple and worships to its' architects and cursed relic – The Shard – in these old walls.

But gruesome cult has been broken by nameless ancient heroes and now, this old temple ruins lay in the jungle, forgotten and abandoned.



LVL. 1

1. Main entrance (and old bronze spikes pit)
2. Secret spiral staircase to lvl. 2
3. Arc of Sacrifice (teleport to Well of The Fell)
4. Great altar
5. Lemurian pillars (just like on illustration)

LVL. 2

6. Central passage with pit-trap
7. Secret passage
8. Well of The Fell (full of bones)
9. Secret staircase to lvl. 3 and rotating pillars (turn it to the south and staircase is open)
10. Secret guards chamber (1-3)

11. Monster bones (just as illustrations) and snakes sprawl
12. Moon well
13. Inner sanctum
14. Spear of Longius
15. Metallized Longius

LVL. 3

16. Treasure pile / Boss-Mimic (just as illustration)
17. Hall of metallized guests
18. The Shard (just as illustration), metallize anything on touch
19. Illusionary wall
20. Wharf of the endless night / underground river (who knows where it goes?)

